

Claims

1. (Currently amended) A method to play a card game using cards, or an electronic representation of cards, where each card has, associated with that card, indicia comprising the card's suit and the card's card value; when the cards are initially dealt to a player, of the two indicia, only the card's suit appears on each card is dealt it displays the card's suit but not the card's value; and when after a the player selects a card, the indicia that appear on the card are both the card's suit and the card's value are displayed.
2. (Withdrawn) A deck of playing cards, or an electronic representation of playing cards, where some of the cards have the card's suit on one side but not the card's value and both the card's suit and card's value on the other, and the remaining cards are conventional cards that display both the suit and card value on the same side of the card and display neither the suit nor card value on the other side.
3. (Currently amended) A method to play a video poker game where cards are dealt from a deck comprising cards where each card has, associated with that card, indicia comprising the card's suit and the card's value that have four suits and a series of card values; the cards are dealt in a diamond pattern, each of the four sides of the diamond forming a five card poker hand with three interior cards and two corner cards where the only one of the indicia that appears on one or more some or all of the cards display the suit, but not both the card's suit and card's value when dealt is the card's suit; the player is allowed to exchange cards between hands; after the exchanges, both the indicia that appear on each of the cards are the card's suit and the card's value;

the cards are displayed; each hand is then compared to a payable and the player is paid off according to the payable.

4. (Currently amended) The method to play a video poker game of claim 3 where the corner cards are conventional cards dealt face down, the player is permitted to exchange some or all of the interior cards; after the exchange, the indicia that appear are both the suit and card value of the interior cards are displayed; the corner cards are turned face-up, and the player is paid off according to the payable.

5. (Currently amended) A method to play a video poker game where two or more hands of cards are dealt from a deck comprising cards where each card has, associated with that card, indicia comprising the card's a suit and the card's value, and when dealt, the only one of the indicia that appears on one or more of the cards is the card's suit; that has cards with four suits and a series of card values, where some or all of the cards display the suit, but not both the suit and card value when dealt, one or more bets can be placed; the indicia that then appear on each of the cards are the card's suit and the card's value; the cards then display both the suit and card value, and the player is paid off according to a payable.

6. (Withdrawn) A method of playing poker where some or all of the cards have the suit or value on one side and both the suit and value on the other are split representation.

7. (Withdrawn) The Playing cards, or an electronic representation, of Claim 1, where each card has sides A and B, where side A has the suit or value, and side B has the both the suit and value, and where side A can change for each card so that in

~~some hands only the suit appears on side A and in other hands only the value appears on side A for that card.~~

8. (Withdrawn) ~~The method of claim 6 where ten cards are dealt and the player selects five cards to form a poker hand, the poker hand is then compared to a payable.~~

9. (Withdrawn) ~~The method of claim 6 where ten cards are dealt in two rows of five cards each, the first row has suit cards, the second row has value cards, and the player is required to select five cards from the ten cards to create a five card poker hand.~~

10. (Withdrawn) ~~The method of claim 6 where nine cards are dealt in two rows, one row of five cards and the other row of four cards, one row has suit cards, the other row has value cards, and the player is required to select five cards from the nine cards to create a five card poker hand.~~

11. (Withdrawn) ~~The method of claim 6 where eight cards are dealt in two rows, each row has four cards, one row has suit cards, the other row has value cards, and the player is required to select cards from the eight cards to create a five card poker hand.~~

12. (Withdrawn) ~~The method of claim 6 where more than five cards are dealt and the player selects five cards from the dealt cards to form a poker hand, the poker hand is then compared to a payable.~~

13. (Currently amended) A method to use playing cards, or an electronic representation of playing cards, for playing ~~gambling~~ card games like poker and blackjack where each card has, associated with that card, indicia comprising the

card's a suit and the card's a value the cards have both suits and card values; when the cards are dealt, the only one of the indicia that appears on each card is the card's suit the card's suit is displayed, but the card's value is not displayed; when after a player selects a card, the indicia that appear on the card are both the card's value and the card's suit are displayed.

14. (Withdrawn) The cards of claim 13 where ten cards are dealt and the player selects five cards to form a poker hand, the poker hand is then compared to a payable.

15. (Withdrawn) The cards of claim 13 where ten cards are dealt in two rows of five cards each, one row has suit cards, the other row has numerical value cards, and the player is required to select cards from the ten cards to create a five card poker hand.

16. (Withdrawn) The cards of claim 13 where nine cards are dealt in two rows, one row of five cards and the other row of four cards, one row has suit cards, the other row has numerical value cards, and the player is required to select cards from the nine cards to create a five card hand.

17. (Withdrawn) The cards of claim 13 where eight cards are dealt in two rows, each row has four cards, one row has suit cards, the other row has numerical value cards, and the player is required to select cards from the eight cards to create a five card poker hand.

18. (Previously presented) The method of claim 13 where more than 5 cards are dealt and the player is required to select a five card poker hand from the dealt cards.

19. (Currently amended) A method of playing video poker comprising:

(a) dealing cards from a deck of playing cards or an electronic representation of playings cards where each card has, associated with that card, indicia comprising the card's a suit and the card's a value, that have suits and a series of card values;

(b) having and the only one of the indicia that appears on each card is the eards display card's suit, but not the card value when dealt;

(e)(b) allowing a player to select one or more cards to form a poker hand;

(d)(c) after the player selects each card, the indicia that appear on the card are both the card's value and the card's suitdisplaying both the card value and suit of the card;

(e)(d) comparing the resulting hand to a payable; and

(f)(e) paying the player according to the payable.

20. (Previously presented) The method of claim 19 where some of the cards are conventional with non-descriptive backs.

21. (Previously presented) The method of Claim 19, where cards are dealt in diamond pattern.

22. (Currently amended) A method to use playing cards, or an electronic representation of playing cards, for playing gambling card games like poker

and blackjack where each card has, associated with that card, indicia comprising a suit and a value the cards have both suits and card values; when the cards are dealt the only one of the indicia that appears on each card is the card's suit is displayed, but the card's value is not displayed; when a player selects a card, the indicia that appear on the card are both the card's value and the card's suit; are displayed and where cards are dealt in diamond pattern to play a poker-type game, and where each side of the diamond is a separate hand; and the player is permitted to exchange cards from one hand to another; after the exchange, the cards are compared to a payable and the player is paid according to the payable.

23. (Previously presented) The method of Claim 13, where cards are dealt in a diamond pattern and where each side of the diamond is a separate five card poker hand consisting of three interior cards and two corner cards; the corner cards are conventional cards dealt face down and are shared between adjacent hands; the player is given an opportunity to exchange interior cards between hands; after the exchange each hand is compared to the payable and the player is paid according to the payable.

24. (Currently amended) The method of Claim 13, where cards are dealt in a diamond pattern, where each side of the diamond is a separate five card poker hand consisting of three interior cards and two corner cards, which are shared between adjacent hands; the interior cards are conventional cards dealt face up and the only one of the indicia that appears on each the corner cards display only is the card's suit; the player is given an opportunity to exchange interior cards between hands; after the card exchange, the indicia that appear on each of the corner cards are change to show both the

card's suit and the card's value; each hand is compared to the payable and the player is paid according to the payable.

25. (Previously presented) The method of Claim 3 where the player is given the opportunity to exchange corner cards only.

26. (Withdrawn) An electronic device used for playing a video poker-type game that has a visual display that displays cards that have four suits and a series of values, when the cards are dealt the cards display the suit, but not the value; the player is given the opportunity to select certain cards to form a poker hand, after the player selects the cards both the suit and value are displayed.

27. (Withdrawn) The electronic device of Claim 26 where the visual display shows cards dealt in a diamond-shaped pattern.

28. (Withdrawn) The electronic device of Claim 26 where some of the cards are conventional cards that have both the suit and value displayed when first dealt.

29. (Withdrawn) The electronic device of Claim 26 where some of the cards displayed are conventional and are dealt face down.

30. (Currently amended) A deck of playing cards or an electronic representation of playing cards where each card has, associated with that card, indicia comprising the card's a suit and the card's a value, and that the cards that have both suits and card values and change their appearance as follows:

when the cards are first dealt, the only one of the indicia that appear on each card is they display the suit only; and

when thereafter a player selects a card, the indicia that appear on the card changes to display are both the card's suit and the card's value.

31. (Currently Amended) The deck of cards of claim 30 where some of the cards are conventional cards where, for each conventional card, indicia comprising that have the card's suit and the card's value appear on one side; and the other side is a non-descriptive card-back.